

# (12) UK Patent Application (19) GB (11) 2 370 791 (13) A

(43) Date of A Publication 10.07.2002

(21) Application No 0100381.3

(22) Date of Filing 06.01.2001

(71) Applicant(s)

Richard Ian Herman  
4 Accommodation Road, LONDON, NW11 8ED,  
United Kingdom

(72) Inventor(s)

Richard Ian Herman

(74) Agent and/or Address for Service

Michael Brian Dean  
37 Gianleam Road, STANMORE, Middlesex,  
HA7 4NW, United Kingdom

(51) INT CL<sup>7</sup>

A63F 1/02 1/04 9/10, A63H 33/08

(52) UK CL (Edition T)  
A6H HJE

(56) Documents Cited

GB 2346090 A GB 2056289 A  
GB 1396611 A GB 0519336 A  
GB 0285610 A US 5445391 A

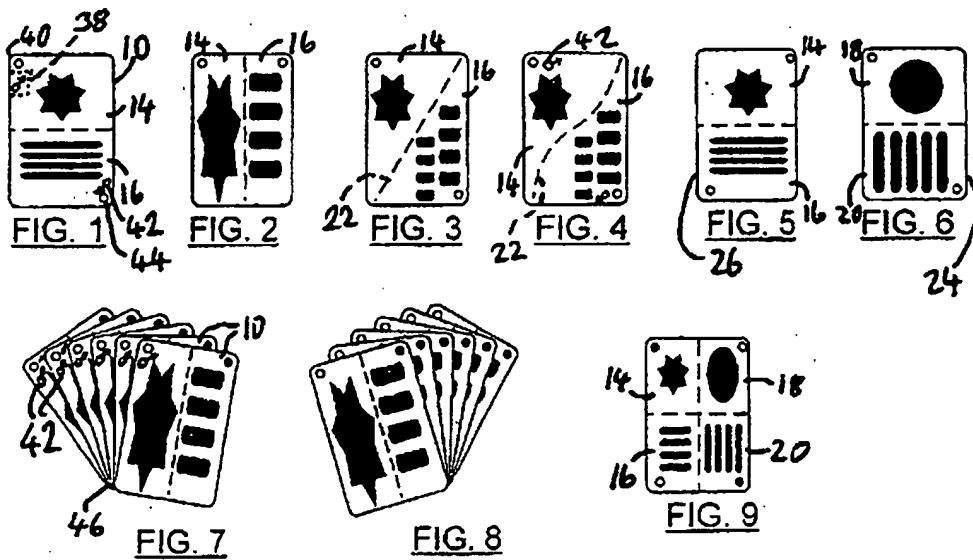
(58) Field of Search.

UK CL (Edition T) A6H HJE HKA  
INT CL<sup>7</sup> A63F 1/02 1/04  
ONLINE: EPODOC JAPIO WPI

(54) Abstract Title

Cards for use in card games

(57) Cards for use in card games have respective portions relating to different games. Thus, cards may have designs for different games on opposite faces, and/or may have faces divided horizontally, vertically, obliquely or quartered in order to cater for different games, Figs 1 to 9. Typically, sets of cards may have portions with normal numerical suits, portions with images for matching games such as "snap", portions for "happy families" and portions for use in fit-together puzzle games (Fig 13, not shown). Cards can also have slits in their edges for use in three-dimensional building games (Fig 10, not shown). Each card can have a trade mark or non-playing subject matter in corners to be visible when a pack is fanned out. The order of cards for one game should not follow the order for a second game and the design, print or manufacturing runs preferably produce unique packs of cards so that the designs for different games are associated differently from pack to pack, making it more difficult for players to know what might be in an opponent's hand by viewing the back of cards. Although games using different portions are usually independent, it is possible to have one game played in dependence of another; it is also possible for the different fields to relate to psychological testing and not to games contexts.



BEST AVAILABLE COPY

16/07/2024

1/1

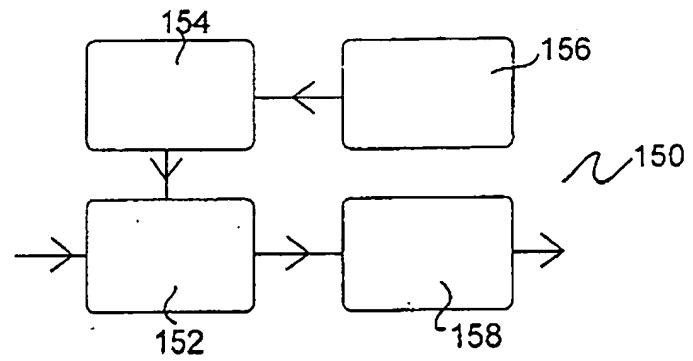
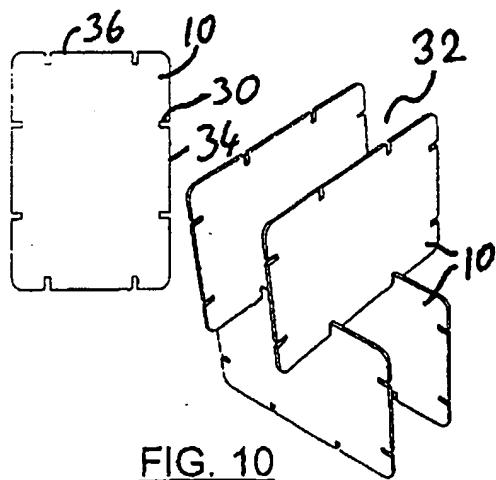
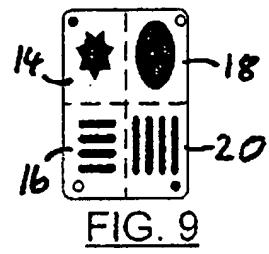
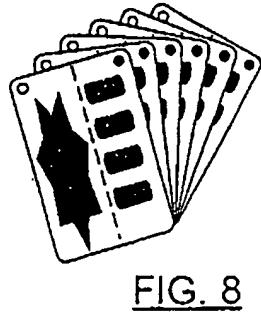
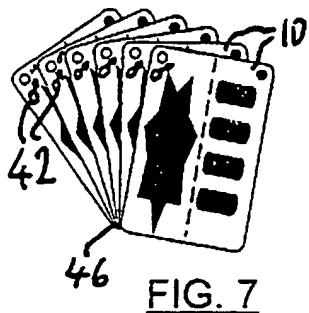
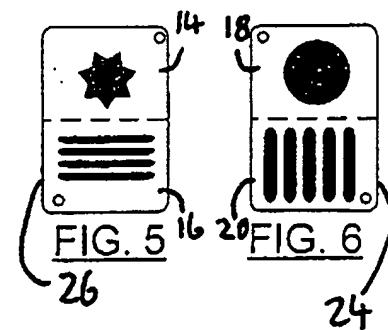
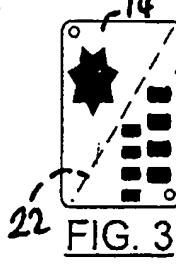
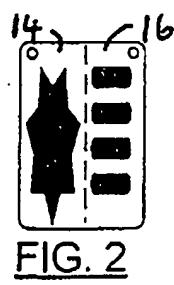
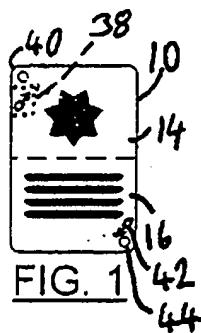


FIG. 11

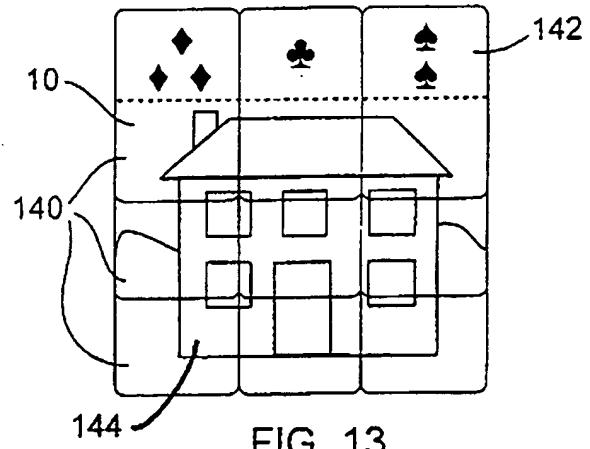
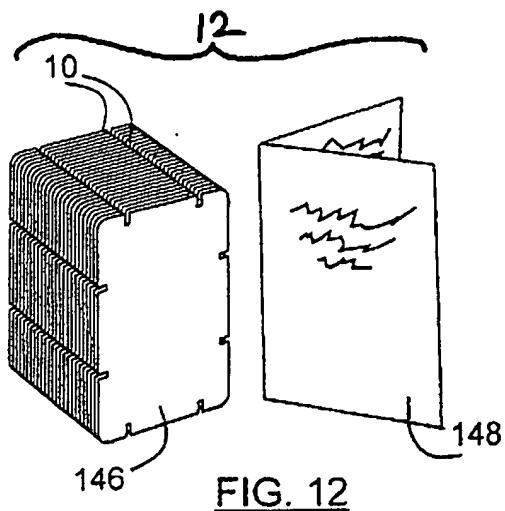


FIG. 12

FIG. 13

TITLE: "Card Games"

FIELD OF THE INVENTION

This invention relates to card games, though it may have other applications.

BACKGROUND TO THE INVENTION

5 Particularly for children travelling, e.g. in a train or aeroplane, time hangs heavily and games are often provided, but if several games are provided for a long journey they take up a lot of space.

THE INVENTION

According to one aspect of the invention, there is provided a card for use in card  
10 games, characterised in that the card has respective portions relating to different games. This enables one and the same card, or pack of cards, to serve for several games which would normally require respectively different cards. Preferably, the card is shaped like a playing card, which experience has shown enables the cards to be handled readily. Preferably, the card has at least one of said portions on its back face  
15 and one on its front face. This allows at least two different games to be played with the cards, which are turned over, back to front, for the respective games.

Another possibility is for the card to have at least two of said portions on at least one face. This allows at least two different games to be played with the cards. Usually, the card will be rectangular and have a face printed so that it is upright when  
20 arranged "portrait". It can then be divided horizontally so as to have at least two of said portions, and the cards can then be simply turned round, top to bottom (i.e. upside down), for the respective games. Again, at least one face of the card can be divided vertically so as to have at least two of said portions, which will allow at least two games according respectively to whether the cards are fanned out to the right or

to the left. Again, at least one face of the card can be divided obliquely so as to have at least two of said portions, which will allow at least two games according respectively to whether the cards are fanned out to the right or to the left, or turned upside down, depending upon the exact position and line of the oblique boundary 5 between the portions. Further, the card can be divided into two of said portions on each face in order to have a total of four of said portions, so that the cards can be turned round and alternatively can be turned over to allow a total of four games. In a preferred embodiment, this is done in the case of the horizontal division.

As to the games which can be played, one of said portions may be characteristic 10 of a normal playing card, one of said portions may be characteristic of a card of the game commonly called "snap", one of said portions may be characteristic of a card of the game commonly called "happy families", and/or one of said portions may be a segment of a fit-together picture puzzle game.

The card may have slits to enable such cards to be assembled together into a 15 three-dimensional structure. The card may be rectangular and have two of said slits, with at least one said slit extending inwardly at right angles from each of its longer edges. Preferably, the card is rectangular and has two of said slits extending inwardly at right angles from each of its long edges or from each of its four edges. However, the card may have any number of said slits extending from one or more of its edges 20 and/or located wholly within the card so as not to reach an edge. Again, the slits may be of any shapes, e.g. curved, or cranked; for example, the latter may be L-shaped, e.g. if extending from an edge this may allow the card to be hooked into the slit of another card and/or provide a portion which can be bent out of the plane of the card to facilitate assembly of a desired structure; the slits made be of different shapes in

the same card or in different cards. Another possibility is for the card to have but a single slit, e.g. into which the corner of another card may be pushed, and possibly the corner of a third card from the opposite side of the slit, possibly some of the cards in a set of these then not having slits.

5 The card may have a region near at least one corner occupied by a trade mark or other non-playing subject-matter in a position where it will be clearly visible when the card is behind another card in a fan of cards.

According to another aspect of the invention, there is provided a set of cards for use in card games, characterised in that it comprises a plurality of cards each having 10 respective portions relating to different games.

In a set of any such cards, at least two of the games may each comprise a plurality of mutually exclusive equal subsets of the cards, e.g. suits (for normal playing cards) or families (for "happy families"), each subset possibly having a natural order, e.g. numerical, as with suits, the cards being such that if the cards of each 15 subset for one game (e.g. suits for normal playing cards) are arranged in the same order (e.g. numerical), then at least some of the cards of at least two of the subsets (e.g. families of "happy families") of the other game will not be in the same order. This could have the advantage that the backs of cards in one player's hand, when seen by a facing player, will not make it immediately obvious to the latter what cards are 20 in the former's hand.

Usually, this will be arranged for all of the subsets (e.g. suits), so that at least some of the cards of each subset (not just at least two of the subsets) of the other game will not be in the same order.

Preferably, the portions relating to respective games are in the same mutually relative locations on each said card. Then, in going from one game to another, it is only necessary to turn over or turn round the whole set of cards, and it is not necessary to check and turn each card individually in case some of them have to be 5 turned differently from others.

Another aspect of the invention provides a card game, characterised in that it comprises a plurality of cards each having respective portions relating to different games. The game may comprise a set of rules indicating how to play at least one, or each, of said games independently of the others. Alternatively, or in addition, the 10 game may comprise a set of rules indicating how to play at least one of said games in dependence on another. For example, a first game (e.g. normal playing cards) may be played to obtain cards, and a follow-on game then to obtain sets (e.g. families) from the cards obtained in the first game.

Another aspect of the invention provides means or process for designing or 15 printing or manufacturing a set of cards for a card game, characterised in that it comprises means or process to assort among the cards respective portions relating to different games according to predetermined criteria. Such means or process may comprise means or process to vary the assortment from one design or print or manufacturing run to another. Such an assortment may be useful so that one set of 20 cards will differ from another whereby, for example, from one pack cards to another the queen of hearts will not always be on the opposite face to Mr Bun, making it more difficult for one player to know what cards are in another player's hand by seeing the backs of the latter's cards.

Another aspect of the invention provides cards manufactured by any such means or process.

The invention may also be modified (e.g. to other than a game) to have application to a case in which cards or other sheet-like elements have different fields 5 in or on them applicable to different uses, so that the elements (or a set or pack of them) have one use in respect of one field and another use in respect of another field, e.g. for respective different kinds of psychological tests. Possibly, they may then be sorted into respectively different choices of subsets in relation to the different uses, e.g. as with the embodiments of games described herein.

10 **PARTICULAR DESCRIPTION RELATING TO THE DRAWINGS**

Reference will now be made by way of example to the accompanying drawings, in which:

Figures 1, 2, 3 and 4 are plan views of a card embodying the invention and having two said portions on one face, respectively divided horizontally, vertically, and 15 obliquely in two ways;

Figures 5 and 6 are plan views of the front and back of a single card embodying the invention, having two said portions on one face and two said portions on the opposite face;

Figures 7 and 8 are plan views of one and the same hand of cards, each as shown 20 in Figure 2, fanned to the right and fanned to the left respectively;

Figure 9 is a plan view of one face of a card quartered on each face so as to allow eight games;

Figure 10 is a view of several cards having slits, one card being seen in plan view and the others being assembled into a three-dimensional structure;

Figure 11 is a schematic block diagram of means or process embodying the invention for designing or printing or manufacturing a set of cards embodying the invention;

Figure 12 is a schematic plan view of a game of cards embodying the invention;  
5 and

Figure 13 is a plan view of a fit-together picture puzzle game in an embodiment of the invention, with the picture assembled.

Referring to the drawings, a card 10 for use in card games 12, Figure 12, (such a game 12 comprising a pack 146 of cards 10 and a book 148 of rules) has respective 10 portions 14, 16, 18, 20 relating to different games 12. This enables one and the same card 10, or pack 146 of cards 10, to serve for several games 12 which would previously have required respectively different cards. Preferably, the card 10 is shaped like a playing card 10, which experience has shown enables the cards 10 to be handled readily. Preferably, the card 10 has at least one of said portions 14 etc. on 15 its back face 24 and one 18 on its front face 26. This allows at least two different games 12 to be played with the cards 10, which are turned over, back to front, for the respective games 12.

Another possibility is for the card 10 to have at least two of said portions 14 etc. on at least one face 26 (as shown in Figures 1 to 9). This allows at least two different 20 games 12 to be played with the cards 10. Usually, the card 10 will be rectangular and have a face 26 printed so that it is upright when arranged "portrait". It can then be divided horizontally (see Figure 1) so as to have at least two of said portions 14, 16, and the cards can then be simply turned round, top to bottom (i.e. upside down), for the respective games 12. Again (see Figure 2), at least one face 26 of the card 10 can

be divided vertically so as to have at least two of said portions 14, 16, which will allow at least two games 12 according respectively to whether the cards 10 are fanned out to the right (see Figure 7) or to the left (see Figure 8). Again, at least one face 26 of the card 10 can be divided obliquely (see Figures 3 and 4) so as to have at least 5 two of said portions 14, 16, which will allow at least two games 12 according respectively to whether the cards 10 are fanned out to the right or to the left, or turned upside down, depending upon the exact position and line of the oblique boundary 22 between the portions 14, 16. Further, the card 10 can be divided into two of said portions 14, 16 or 18, 20 on each face 26, 24 in order to have a total of four of said 10 portions 14 etc., so that the cards 10 can be turned round and alternatively can be turned over to allow a total of four games 12. In a preferred embodiment, this is done in the case of the horizontal division (see Figures 5 and 6).

As to the games 12 which can be played, one of said portions 14 etc. may be characteristic of a normal playing card 10, one of said portions 14 etc. may be 15 characteristic of a card 10 of the game 12 commonly called "snap", one of said portions 14 etc. may be characteristic of a card 10 of the game 12 commonly called "happy families", and/or one of said portions 14 etc. may be a segment of a fit-together picture puzzle game 12, e.g. as shown in Figure 13 in which the bottom halves 140 of the cards 10 fit together to form a picture 144, with surplus top halves 20 142 therefore appearing above the picture 144.

The card 10 has slits 30, Figure 10, to enable such cards 10 to be assembled together into a three-dimensional structure 32. The card 10 is rectangular and has two of said slits 30 extending inwardly at right angles from each of its longer edges 34, and preferably also from each of its short edges 36.

The card may have a region 38 near at least one corner 40 occupied by a trade mark 42 (e.g. design and/or text) or other non-playing subject-matter (e.g. next to playing subject-matter 44, such as the card's value or name) in a position where it will be clearly visible when the card 10 is behind another card 10 in a fan 46, Figure 7, 5 of cards 10.

Thus, there is provided a set 146 of cards 10 for use in card games 12, which comprises a plurality of cards 10 each having respective portions 14 etc. relating to different games 12.

In a set 146 of any such cards 10, at least two of the games 12 may each 10 comprise a plurality of mutually exclusive equal subsets of the cards 10, e.g. suits (for normal playing cards) or families (for "happy families"), each subset possibly having a natural order, e.g. numerical, as with suits, the cards being such that if the cards 10 of each subset for one game 12 (e.g. suits for normal playing cards) are arranged in the same order (e.g. numerical), then at least some of the cards of at least two of the 15 subsets (e.g. families of "happy families") of the other game 12 will not be in the same order. This could have the advantage that the backs of cards 10 in one player's hand, when seen by a facing player, will not make it immediately obvious to the latter what cards 10 are in the former's hand.

Usually, this will be arranged for all of the subsets (e.g. suits), so that at least 20 some of the cards 10 of each subset (not just at least two of the subsets) of the other game will not be in the same order.

Preferably, the portions 14 etc. relating to respective games 12 are in the same mutually relative locations on each said card 10. Then, in going from one game 12 to another, it is only necessary to turn over or turn round the whole set 146 of cards

10, and it is not necessary to check and turn each card 10 individually in case some of them have to be turned differently from others.

In another embodiment, the invention provides a card game 12, which comprises a plurality of cards 10 each having respective portions 14 etc. relating to different games 12. The game 12 may comprise a set 148 of rules indicating how to play each said game 12 independently. Alternatively, or in addition, the game 12 may comprise a set 148 of rules indicating how to play at least one said game 12 in dependence on another. For example, a first game 12 (e.g. normal playing cards) may be played to obtain cards 10, and a follow-on game 12 then to obtain sets (e.g. families) from the 10 cards 10 obtained in the first game 12.

In another embodiment, the invention provides means 150 or process 150 for designing or printing or manufacturing a set 146 of cards 10 for a card game 12, which is a means or process 150 to assort among the cards 10 respective portions 14 etc. relating to different games 12 according to a predetermined programme. Such 15 means or process 150 may comprise means or process 150 to vary the assortment from one design or print or manufacturing run to another. Such an assortment may be useful so that one set 146 of cards 10 will differ from another whereby, for example, from one pack 146 of cards 10 to another the queen of hearts will not always be on the opposite face to Mr Bun, making it more difficult for one player (by 20 learning from one pack of cards 10 being the same as another) to know what cards 10 are in another player's hand by seeing the backs of the latter's cards 10. Referring to Figure 10, such means or process 150 comprises a printing stage 152, a control stage 154 for the printing stage 152, with an input stage 156 (e.g. a keyboard) at which the programme mentioned can be input or set up, and a cutting and packaging

stage 158 of a kind known in the art for playing cards. Such a programme might serve simply to cycle by one (each time, for printing successive packs 146 of cards 10) the positions of portions 14, 16, 20, 18, Figure 9, on one face of a card 10, while keeping constant on the other face of that card 10 the positions of four further portions 5 corresponding to portions 14, 16, 20, 18.

It will be apparent to one skilled in the art, that features of the different embodiments disclosed herein may be omitted, selected, combined or exchanged and the invention is considered to extend to any new and inventive combination thus formed.

CLAIMS

1. A card for use in card games, characterised in that the card has respective portions relating to different games.
2. A card as claimed in claim 1, characterised in that it is shaped like a playing card.
3. A card as claimed in claim 1 or 2, characterised in that it has at least one of said portions on its back face and one on its front face.
4. A card as claimed in claim 1, 2 or 3, characterised in that it has at least two of said portions on at least one face.
- 10 5. A card as claimed in any one of claims 1 to 4, characterised in that it is divided horizontally so as to have at least two of said portions.
6. A card as claimed in claim 5, characterised in that it is horizontally divided into two of said portions on each face in order to have a total of four of said portions.
7. A card as claimed in any one of claims 1 to 5, characterised in that it is divided vertically so as to have at least two of said portions.
- 15 8. A card as claimed in any one of claims 1 to 5, characterised in that it is divided obliquely so as to have at least two of said portions.
9. A card as claimed in any one of claims 1 to 8, characterised in that one of said portions of it is characteristic of a normal playing card.
- 20 10. A card as claimed in any one of claims 1 to 9, characterised in that one of said portions of it is characteristic of a card of the game commonly called "snap".
11. A card as claimed in any one of claims 1 to 10, characterised in that one of said portions of it is characteristic of a card of the game commonly called "happy families".

12. A card as claimed in any one of claims 1 to 11, characterised in that one of said portions of it is a segment of a fit-together picture puzzle game.
13. A card as claimed in any one of claims 1 to 12, characterised in that it has slits to enable such cards to be assembled together into a three-dimensional structure.
- 5 14. A card as claimed in claim 13, characterised in that it is rectangular and has two of said slits extending inwardly at right angles from each of at least its longer edges.
15. A card as claimed in any one of claims 1 to 14, characterised in that it has a region near at least one corner occupied by a trade mark or other non-playing 10 subject-matter in a position where it will be clearly visible when the card is behind another card in a fan of cards.
16. A card, substantially according to any example hereinbefore described.
17. A card, substantially according to any example hereinbefore described with reference to the accompanying drawings.
- 15 18. A set of cards for use in card games, characterised in that it comprises a plurality of cards each having respective portions relating to different games.
19. A set of cards for use in card games, characterised in that each card is as claimed in any one of claims 1 to 15.
20. A set of cards as claimed in claim 18 or 19, characterised in that at least two of the games each comprise a plurality of mutually exclusive equal subsets of the cards, the cards being such that if the cards of each subset for one game are arranged in the same order, then at least some of the cards of at least two of the subsets of the other game will not be in the same order.

21. A set of cards as claimed in claim 20, characterised in that at least some of the cards of each subset of the other game will not be in the same order.
22. A set of cards as claimed in any one of claims 18 to 21, characterised in that the portions relating to respective games are in the same mutually relative locations  
5 on each said card.
23. A set of cards, substantially according to any example hereinbefore described.
24. A set of cards, substantially according to any example hereinbefore described with reference to the accompanying drawings.
25. A card game, characterised in that it comprises a plurality of cards each  
10 having respective portions relating to different games.
26. A card game, characterised in that it comprises a plurality of cards each as claimed in any one of claims 1 to 15 or a set of cards as claimed in any one of claims 18 to 22.
27. A card game as claimed in claim 25 or 26, characterised in that it comprises  
15 a set of rules indicating how to play at least one or each of said games independently of the others.
28. A card game as claimed in claim 25 or 26, characterised in that it comprises a set of rules indicating how to play at least one of said games in dependence on another.
- 20 29. A card game, substantially according to any example hereinbefore described.
30. A card game, substantially according to any example hereinbefore described with reference to the accompanying drawings.

31. Means or process for designing or printing or manufacturing a set of cards for a card game, characterised in that it comprises means to assort among the cards respective portions relating to different games according to predetermined criteria.

32. Means or process as claimed in claim 29, characterised in that it comprises  
5 means or process to vary the assortment from one design or print or manufacturing run to another.

33. Means or process for designing or printing or manufacturing a set of cards for a card game, substantially according to any example hereinbefore described.

34. Means or process for designing or printing or manufacturing a set of cards  
10 for a card game, substantially according to any example hereinbefore described with reference to the accompanying drawings.

35. Cards manufactured by means or process as claimed in any one of claims 31 to 34.

**Amended claims have been filed as follows**

31. Means or process for designing or printing or manufacturing a set of cards for a card game, characterised in that it comprises means or process to assort among the cards respective portions relating to different games according to predetermined criteria.
- 5 32. Means or process for designing or printing or manufacturing a set of cards for a card game, each of the cards or the set or the game as claimed in any one of claims 1 to 30, characterised in that it comprises means or process to assort among the cards respective portions relating to different games according to predetermined criteria.
- 10 33. Means or process as claimed in claim 31 or 32, characterised in that it comprises means or process to vary the assortment from one design or print or manufacturing run to another.
34. Means or process for designing or printing or manufacturing a set of cards for a card game, substantially according to any example hereinbefore described.
- 15 35. Means or process for designing or printing or manufacturing a set of cards for a card game, substantially according to any example hereinbefore described with reference to the accompanying drawings.
36. Cards manufactured by means or process as claimed in any one of claims 31 to 35.



Application No: GB 0100381.3  
Claims searched: all

Examiner: Roland Whaite  
Date of search: 23 January 2002

**Patents Act 1977**  
**Search Report under Section 17**

**Databases searched:**

UK Patent Office collections, including GB, EP, WO & US patent specifications, in:

UK Cl (Ed. T): A6H (HJE, HKA)

Int Cl (Ed. 7): A63F (1/02, 1/04)

Other: Online: EPODOC JAPIO WPI

**Documents considered to be relevant:**

Category	Identity of document and relevant passage	Relevant to claims
X	GB 2346090A PATEL (see especially variety of games on page 12 to 18 playable with the cards)	1, 4, 8, 9, 15, 18 to 22, 25 to 27, 31, 32, 35
X	GB 2056289A HANCOCK (see use of minor and/or major decks in different card games; also coupling criteria on page 2 at lines 25 to 65)	1, 2, 4, 8, 9, 18 to 22, 25 to 27, 31, 32, 35
X	GB 1396611 FOWLER (see page 1, lines 24 to 28)	1 to 3, 12, 18, 19, 25 to 27
X	GB 519336 KERMODI (see especially the co-ordinated game on page 5 at lines 26 to 77)	1, 2, 4, 5, 7, 9, 18 to 22, 25 to 28, 31, 32, 35

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art
Y	Document indicating lack of inventive step if combined with one or more other documents of same category.	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.



Application No: GB 0100381.3  
Claims searched: all

Examiner: Roland Whaite  
Date of search: 23 January 2002

Category	Identity of document and relevant passage		Relevant to claims
X	GB 285610	DEAKIN (see especially page 2, lines 7 to 33)	1 to 7, 9, 12, 18 to 22, 25 to 27
X	US 5445391	GLEASON (see especially column 4, lines 31 to 65)	1, 2, 4, 8, 9, 18 to 22, 25 to 27, 31, 32, 35

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art
Y	Document indicating lack of inventive step if combined with one or more other documents of same category.	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.

**This Page is Inserted by IFW Indexing and Scanning  
Operations and is not part of the Official Record**

**BEST AVAILABLE IMAGES**

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

**BLACK BORDERS**

**IMAGE CUT OFF AT TOP, BOTTOM OR SIDES**

**FADED TEXT OR DRAWING**

**BLURRED OR ILLEGIBLE TEXT OR DRAWING**

**SKEWED/SLANTED IMAGES**

**COLOR OR BLACK AND WHITE PHOTOGRAPHS**

**GRAY SCALE DOCUMENTS**

**LINES OR MARKS ON ORIGINAL DOCUMENT**

**REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY**

**OTHER:** \_\_\_\_\_

**IMAGES ARE BEST AVAILABLE COPY.**

**As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.**